

CUE THEME SONG!

YEAHHHHHHH

HERE WE GO!

Surfing on the Lava,

(You know I'll be) riding on the heat.

Surfing on the lava,

Escaping death beneath my feet.

Surfing on the Lava,

You know we'll be Going our own way!

Surfing on the lava

We're gonna rise, today!

Surfing on the Lava!

Surfing on the Lava!!

Did I confuse maybe this will enlighten you.



WELCOME TO JITSU SQUAD! A world in peril of the dread Lord Oragami. This guy:



Yeah he's bad news. Don't worry you won't be going in empty handed, you will be given this mystical Jitsu power known as Jitsu points. You may use them to buy perks, items and other things.

1000 Jitsu Points

Now that you have these points time to spend them. Now COME AND FLY WITH ME!! Oh yeah you'll be here until the end of the events of the game.

Before we can get to the perks we need to know what you are in grand scheme of things. Select an origin here for free. And you may choose your age and gender. As long as said age is between 10 and 18

Origins:

Swordsman

Ninja

Monk

Viking



Perks are important here but you already know that. But what you don't know is that each origin comes with its own special perk that is given to you if you purchased all of the perks for that origin. Let's call these perks Mastery. All discounted perks are 50% and Discounted 100 JP perks are free. Mastery Perks are free as long as you meet the requirements

Perks

Blessing of Crush 40 (50 JP): You have your own theme song. When you wish you can have it play whether in your head or out loud for all to hear.

The Language of the East (50 JP): You are fluent in Japanese. You can speak, write, read, and understand it. Useful seeing that there are people that speak Japanese here.

The Sonic Vibe (50 JP): This world has to aesthetics to it: one, It Look like a Saturday Morning Cartoon and two it looks like it was inspired by the Sonic series. That is to say that the main characters look like anthromorphic animals. Might as well join in on that action. Select any animal (Or insect) to be your form in this jump. You will be granted some advantage with this new form.

COME AND FLY WITH ME~!!!! (50 JP): Singing skills. Like Crush 40 singing skills. You sound good enough to start your own band and even do a few collab.

Surfing on the lava (50 JP): You know I'll be riding on the heat~! Surfing on the Lava! Escaping Death beneath my feet~! Okay that's enough of that. You have skills in the way of surfing. You can do a jump attack off your board and then land safe back on it. In addition, whatever board you are surfing on will be immune to heat. In other words, you can now surf on lava without damaging the surf board.

Counterattack Power (50 JP): Some enemies here attack relentlessly and without pause. It isn't enough to block, you must counter their assaults. Every time you time blocks just at the attack will hit, you'll be able to deliver a counter attack and gain a buff in all stats as well. Don't just fight harder, fight smarter as well.

Dash (50 JP): You'll be able to move quickly forwards, backwards, or to the sides. Can be used for dodging or to get to an enemy much quicker than usual.

Space Craft Pilot (100 JP): This place is basically a strange combination of beat 'em up games and Saturday morning cartoons. For some reason most of those have a spaceship in it somehow. You know how to pilot these space crafts effectively and efficiently

Swordsman

Cool Dude (100 JP, Free for Swordsman): You got the hair, the clothes and even the attitude. Everywhere you go people will acknowledge you as a cool person.

Sword Skills (200 JP, Discount for Swordsman): You have the skills to be considered a master swordsman. You know every mundane sword based martial art. This means you'll know how to use any sword that you get your hands on.

Spin Slash! (400 JP, Discount for Swordsman): Hero's techniques include a lot of spinning and wind related abilities it's a surprise that he doesn't get dizzy. Well you can pull off these impressive feats and not suffer any dizziness just like Hero. But there is more to it than this. You also have an affinity to wind. Some of your attacks will empowered by the wind.

Sakura Swordsman (600 JP, Discount for Swordsman): Your training has honed your skills to harness energies known as Chi. With you are able to do supernatural attacks such as creating cyclones to launch your foes into the air, a crescent sword beam, or swooping aerial attack that allows to stay in the air for a bit longer. But this is only the beginning with enough training you can unlock more abilities.

Sanshin Senkyoken (Mastery): The Spirit of the Dragon guides you swordsman. With this perk your sword strikes are more potent and have a longer reach than normal. In addition, by expend some energy, can summon the dragon to slice your foes with its claws and a katana that it owns



Ninja

Ninja, Reaper, Baseball, Cannon! (100 JP, Discount for Ninja): Your skills come with their own transformation. These transformations are purely for aesthetics and do not empower your strikes. Sometimes you need a little flair to go with your attacks.

Throwing Arm (200 JP, Discount for Ninja): When it comes to throwing objects at people you have a certain skill with it. Almost as if you made an entire martial art based on throwing items at people. Which you have

Parasol Fighter (400 JP, Discount for Ninja): NO NOT AN UMBRELLA...Well actually maybe you can. Anyway, your deadly combatant with a Parasol or umbrella. You can actually cut an enemy in two if slash with. You can actually slow your descent using the parasol or umbrella. In addition, this makes an expert at improvised weaponry combat

Ninja Magic (600 JP, Discount for Ninja): Okay I know that the origin is called Ninja. And I guess if you can call this ninja magic but still! Alright, alright but. So, you can conjure energy butterfly projectiles, conjure rocket powered spear that looks like a broomstick that you can fly on, Summon a massive drill, conjure a giant cannon to fire-what. I warned you. This perk grants the ability to conjure the objects mentioned along with transforming your own weapons into these objects that has been mentioned.

Cybernetic Enhancements (Mastery): Sigh. You knew this was coming. I mean it's a game based on so many beat em games in the 90s and 90s Saturday morning cartoons. But yeah your cybernetically enhanced. You are about 10 times stronger, faster, and tougher than the average person. But you can still train to get stronger. You can channel electricity through you weapons to cause more damage. In addition to these abilities, you can also summon a large caterpillar with gatling guns to unleash on your enemies. That last one takes up a considerable amount of energy though, so best use that for a finishing move or in an emergency.



Monk

Nice Hair (100 JP, Free for Monk): You have nice hair. Not anime hair unless you want it to be. Basically, you will have amazing hair that you don't have to groom to keep it looking nice. How it looks is up to you.

Pipe Wielding (200 JP, Discount for Monk): Well the name is a bit deceiving. Jazz uses a staff that looks like a pipe. But the principle is the same. You know how to fight with a staff, in fact you are a master at it.

Mystical Skills (400 JP, Discount for Monk): Martial arts isn't the only thing you know. You know a bit of magic as well. You can telekinetically pick an enemy up (Roughly the same size and weight as you) and slam them on the ground. You can conjure orbs to circle around you as you do a spinning attack; these orbs will damage enemies. You can do slam attack from the air by encasing yourself in a ball of aura then hurl yourself down to the ground.

Elemental Magic (600 JP, Discount for Monk): X Now we're talking. With this perk you can now harness the power of the elements to empower your attacks. In addition, you can launch a ball of fire, release a wave of icicles, fire a beam of electricity. The elements are under your command jumper

Amun B' Fury (Mastery): Well Your kung fu is look good there jumper. Your skills are now on a whole another level. You can strike at speed that would make Kenshiro proud. Snatch foes from a far with a piece of clothing or your tongue if you wish. And most impressive of all the Scorch! The Scorch is a move where enwreathes yourself in fire and dash about the battlefield ramming into as much enemies as you can, this will last about 10 seconds and requires some energy to initiate.



Viking

Guitar Skills (100 JP, Free for Viking): You know how to play guitar and can somehow make music by air guitaring. Maybe you can start own band with your guitar shredding skills.

Brutish Fighting (200 JP, Discount for Viking): Tch. The others rely on magic, speed and flexibility. You don't need those fancy things. YOU GOT TO HIT EM HARD! You are twice as strong as the average human and your fighting style uses this fact perfectly. Large hits that will break bones. Wrestling move that will leave laid out on the ground.

YOU COME AT ME! (400 JP, Discount for Viking): Hey ever heard of this thing called super armor? Simply put, you don't flinch easy. It will take a considerable amount of damage to interrupt your combos. That would take a number of hits. But by the time they could land that many blow you have already finish your combo and they are on the ground beaten already

Norse Blessings (600 JP, Discount for Viking): FOR VALHALLA. The gods of war have granted some boons. You can conjure up weapons for you strike or ram with. Strike the ground with your sword to send wave of green energy spikes at your foes.

A True Viking Warrior (Mastery): You have true been bless odin himself warrior. Not many can say they have this ability. You seem to have access to this green ethereal energy. Any foe that is struck by it will be less likely to keep attacking for the spirits of dead will talking in their ear. But that's not all you can now perform devastating sword attacks that will leave your enemies dazed long enough for you to finish them off. But more importantly you can use some energy to summon a massive fire dragon to scorch your foes. Let them know what happens you mess with a true Viking.



Special Perk

FURY MODE! (600 JP): When you have enough energy you can enter a super powered state. Each Origin has its own unique version of Fury Mode but they all increase strength of your attacks and make you invincible for while Fury Mode is on. They also give a transformation sequence were you are equipped with armor and your weapons are improved. Each origin's effects of Fury mode are as follows:

Swordsman: Your sword strikes have an even longer reach longer reach. You can dash in the air. And by channeling your energy you can do a massive attack called the Fujin Strike where lightning strike the area around you and damages all foes close to you.

Ninja: Well this is interesting, You know have a buster gun that you can fire instead of just throwing stuff at your foes. You also have this rocket launcher, channel energy through it and release of volley of rockets that will deal more damage than it would if you didn't channel energy into it.

Monk: IS THIS THE WORK OF A STAND?! No. No its not. While in your fury state every time you punch or kick, giant manifestation of your fist or foot will appear as you strike; dealing more damage. You can shoot a beam called Omega Beam (Basically Kamehameha). In addition You can channel your power summoning orbs. This orbs will circle around you until relase your energy into a thunderstorm attack, in addition these orb will harm anyone enemy that gets too close. If you channel long enough your thunderstorm attack will effect a larger area than the normal one.

Viking: ALRIGHT JUMPERS! ARE YOU READY TO ROCK?! Well okay maybe this fury form is not about using the power of rock, but COME ON! You can headbut foes and thunderstrikes anyone that you heit with this headbutt attack. You can summon a horse styled motorcycle to charge are your foes. And when you channel your energy you can unleasge a hoard of blades. Try to tell me that these abilities don't sound metal.



Items

General Items

Signature gear (Free): Each origin gets a weapon and a set of clothes. Swordsman gets an anime styled swordsman outfit and one katana. Ninja get a ninja outfit and a pair of comically large kunai. Monks gets a kung fu outfit and staff/cane. Vikings gets Viking Armor and a claymore.

Copy of the game and things to play it on (50 JP): This is actually several copies of the game for each console, and Steam. It also includes a version that includes you called “Jumper edition”.

Official Soundtrack (50 JP): This item is both a CD and a thumbdrive that contains the entire soundtrack of the Jitsu Squad game

Lava Surfboards (50 JP): These Surfboards have been made with a material that makes them immune to heat, fire and lava. So, in addition to regular surfing, these board can also be used for [SURFING ON THE LAVA!](#)

ARCADE! (50 JP): A large Arcade that contains the arcade games Hassassin's Greed, Final Flight, Golden Blade, Marble vs. Popcorn, Guilty Rear, and Samurai Motown. Wait a minute it actually has ALL Arcade games; even Ninja Baseball Batman. It's a nice place to go to when you want to chill and play some games.

Space Ship (100 JP): A ship that can hold you and eight other people. It can get you to different planets relatively more quickly than other space ships.

Dojo Home (100 JP): A place for you to train and to rest your head.

Swordsman

Rasetsu Sword (100 JP): A flaming sword that when swung leave a wide arc of flames. Focus before striking to charge a flaming sword beam attack. Hold your focus for ten seconds to unleash a wave of flames

Hayakushin Saber (200 JP): Sephiroth Long Sword. No that's not right. What this is, is a long katana that has quite the cutting power. However, when you concentrate and focus you extend the length of your next strike. Hold your focus for ten seconds for your strike to be twice the length of the sword.

Momji (400 JP): Whirlwind shooting straight sword. Every swing will release a damaging whirlwind and when you concentrate and focus your attack to release a bigger whirlwind. Hold your focus for ten seconds for a large whirlwind and an area effect attack.



Ninja

Ninja Bombs (100 JP): A cluster of bombs that are self-replenishing. Toss them to cause explosions. Hold them above your head and concentrate to cause to appear. Keep this up for ten seconds to add a large bomb with dynamite attached to it.

Battle Boomerang (200 JP): A seemingly normal Boomerang albeit a bit larger. Although somehow it can engulf in flames if you focus for about ten seconds and then throwing it though it won't burn.

Green Stars (400 JP): Some green Ninja stars that when thrown split into three. The Stars have a ice elemental properties. This means any enemy stuck by the them will have the slow effect on them. The Strange about these is that when you focus the stars merge into a bladed yo-yo for one attack. Focus for ten seconds for a larger yo-yo attack.



Monk

Blue Destiny (100 JP): A long Naginata that strikes with the fury of the ocean. However if focus for ten seconds you can release slashing beam strike with the power of the shark strengthening the attack.

Morbid Star (200 JP): No that's not a typo. This weapon is actually a mace and not a full-on flail. But it hits hard and can allow you to bounce off any foe that is hit in this manner. The strange part is that when you focus the weapon will turn into a large puffer fish that deals more damage.

Chicken Staff (400 JP): A staff that can turn an enemy into a chicken, if they are weakened enough. If you focus for ten seconds you will unleash an area attack, with a spectral chicken strike.



Viking

Gunlock (100 JP): Gun Arm. Yeah, this gauntlet is basically a Barret styled gun arm. It can rapidly fire bullets. However, there is another trigger in the gun gauntlet that when held down will charge for a devastating explosion attack. Release the trigger after ten seconds to fire the explosion attack.

Nuda (200 JP): A large red claw like gauntlet. Now you don't use this gauntlet to do claw attacks, but ramming strikes Focus for ten seconds to do a leaping meteor dive that creates a shockwave that affect a wide area.

Symbiote Arm (400 JP): A symbiote.... It's not really alive but its designed to be look like a gauntlet. You can attack as your would normally with it, grab and pull enemies towards. Finally, by focusing for ten seconds you can create symbiote spike attack that effects a wide area.



Companions



Import (50-200 SP): It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 SP to import one companion. 200 SP to bring them all. Each gets 800 SP and a background.

Create (50-200 SP): Same as above but you make new companions that you'll come across in this jump. 50 SP for, 200 SP for 8. You can never have too many friends. Each gets 800 SP and a background

Hero Yamagiwa (100 JP): A Shinobi wanting to avenge his father

Baby O Hara (100 JP): The cybernetic ninja

Jazz Amun (100 JP): A reformed to mystic monk.

Aros Helgason (100 JP): A dragon slaying viking

Drawbacks

Klutz (+100 JP): You trip easy. It seems like you slip and fall every ten steps or when you are running. This can prove troublesome when on the move and downright dangerous in combat. Hope you can use this to your advantage.

Beginner (+100 JP): You enter this jump as a newbie in the ways of combat and the skills that perks would normally give you are not present. You only know the very basic of moves and attacks. TO improve you need to find these scrolls that enemies drop when beaten. Each scroll has a information for a new move. You are going to need to collect 300 of them to learn all the skills that you have purchased in this jump

Are we there? (+200 JP): You get lost easy. You'll be passing the same structure about six times until you find your way to your destination. This will lead to you fighting more enemies because they will use this fact to their advantage. That is unless one of your companions is guiding you with a map and is right next to you.

What is this, the Matrix?! (+200 JP): Did Lord Oragami woke up one day and said "I need More Ninja!"? Because it feels like there are at least few platoons worth of enemies that you have to face now. And they will try to zerg rush you.

Truly the Elite (+300 JP): Maybe the ninjas took a class in tactics or Oragami made them smarter. Whatever the reason the foes you face will be smarter and will use actual tactic and skills when they fight.

Master difficulty (+300 JP): Tougher and stronger enemies. Not just the mooks either, the "Boss" Enemies will be much more powerful and take A LOT of punishment before they go down. Hope you have been working on your fighting skills Jumper because this is going to be tough. I hope it was worth the JP

No Outside Perks (+400 JP): No perks not purchased here are allowed

No Outside Items (+400 JP): No items not purchased here are allowed

Enemy of Lord Oragami (+600 JP): WHOA WHOA WHOA! Are you sure....because this the "Master Difficulty" Drawback doubled. Well okay you asked for it. Oragami has felt your presence when you entered this jump and has made your destruction his top priority. So instead of making your way to the bosses, they will come to you with a squad of minions of their own. He might be thinking you are some sort of chosen one, but hey if you can handle all this maybe you are.



Ending

Go Home: You had your fill of adventure. Time to go home.

Stay Here: Make yourself home here

Continue: Go on to your next jump



Notes

By Sonic Cody12

When I say focus what I really mean is that you are charging the attack but in game it looks like the characters are focusing and concentrating, so I described it as such.